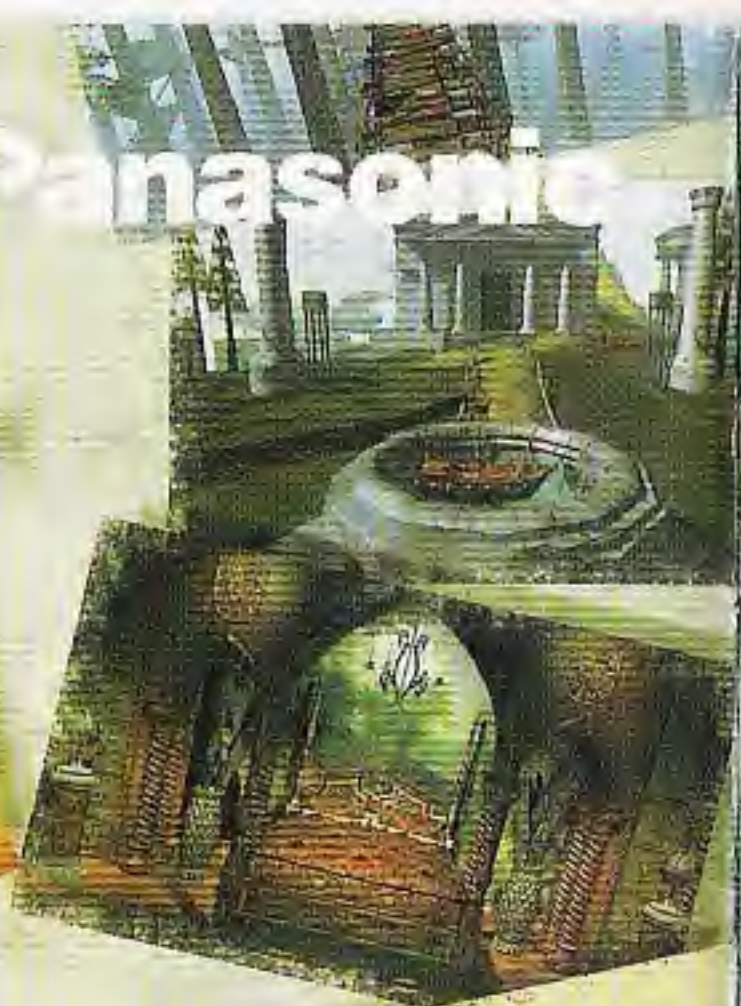


COMPACT
disc
DIGITAL AUDIO

22 November

A great injustice has been done ... and I, Athus,
have paid the price. The books I have created lead to
worlds so fantastic, they could fill a lifetime.
But something has gone terribly wrong and my
creations are being destroyed by someone's greed.
I suspect one of my sons, either Simus or Achenar,
but I cannot be sure. I dare not write further
without revealing too much. My only hope is
that I can find the answer before it's too late.

Panasonic



3DO



CYAN®

SUNSOFT™

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MYST®



3DO

FZ-SM0204

For use with 3DO™ systems



You have just stumbled upon a most intriguing book, a book titled *Myst*. You have no idea where it came from, who wrote it, or how old it is. Reading through its pages provides you with only a superbly crafted description of an island world. But

it's just a book, isn't it?

As you reach the end of the book, you lay your hand on a page. Suddenly your own world dissolves into blackness, replaced with the island world the pages described. Now you're here wherever here is, with no option but to explore...



Before starting this game

- Target Machine 3DO Interactive Multi Player
- Contents CD-ROM, User's Manual
- Back-up Memory

If you do not have enough memory space to save new data, please delete unnecessary files on the delete menu.

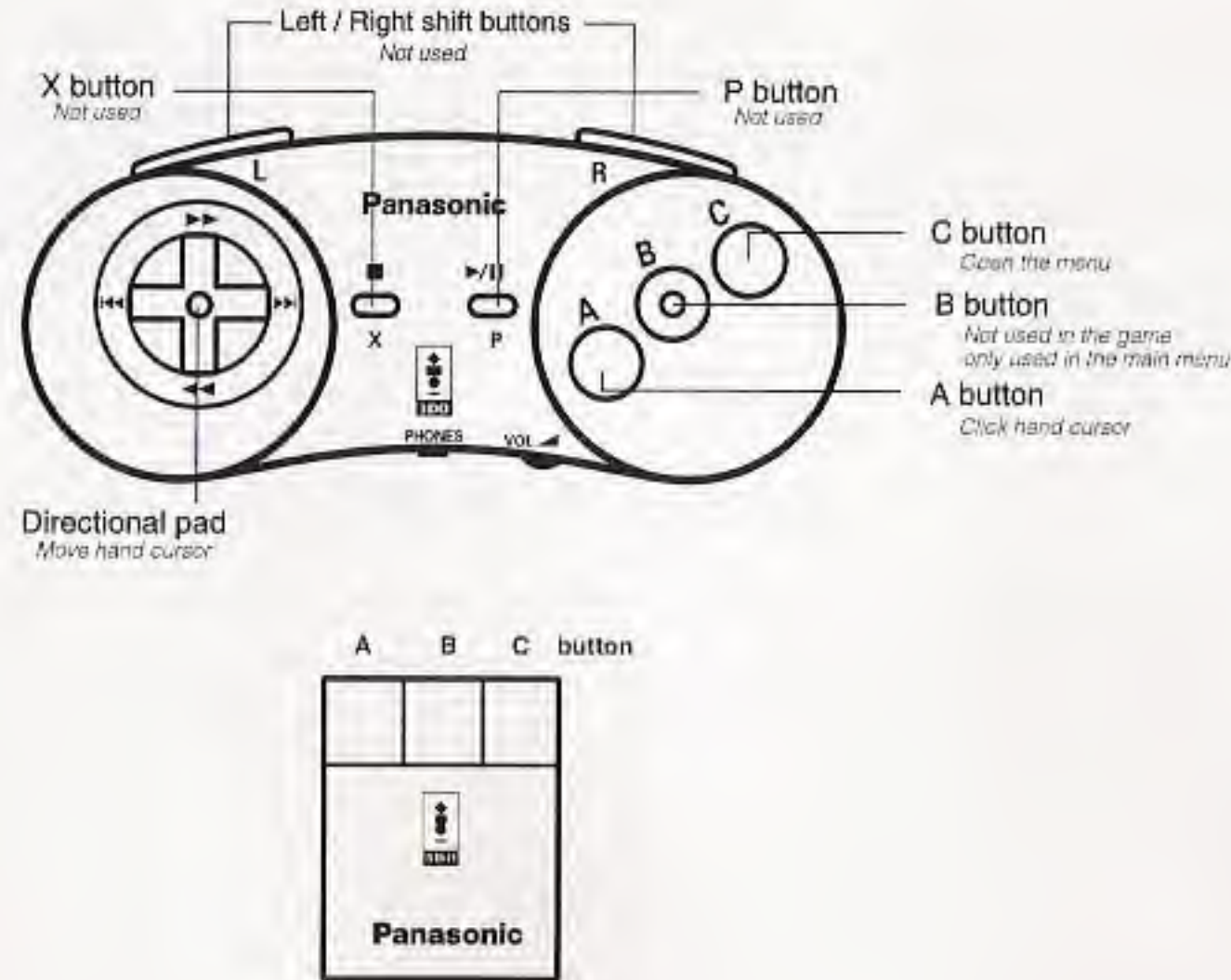
Do not delete the following data :

MC_MYST_1, MC_MYST_2, MC_MYST_3, etc.

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Basic operation of the 3DO control pad and mouse



How to start the game

■ How to start the game

1. Turn on the power to the 3DO system.
2. Open the disc tray or lid and insert MYST CD-ROM. (CD label must be faced up).
3. Close the disc tray or lid. The opening movie starts automatically.
4. If the control pad button or mouse button is pressed during the movie, the movie will be stopped, and start the game.

■ Save & Load

If the C button is pressed during the game, the options menu will open. In this screen, you can Save or Load.

■ Quit

If you select the Quit from the menu opened by the C button, you can see the credits. The Quit will end the game, therefore, save the data beforehand.

Playing the Game

■ Moving around

If the hand Cursor is moved with the directional pad or the mouse, its shape will be changed. When the finger shape does not indicate an object in the next page, it indicates front / back / left / right based on the location in the screen. At this time, if the A button is pressed, you can move toward the direction it indicates. When you use the mouse, the left button will be used as the A button, as in the drawing on page 4.



If the direction is limited in such case as the location is adjacent to the wall, the shape of the hand cursor may not be changed. In this case, if the A button is pressed around the center of the screen, you can move to the direction. If the A button is pressed around the edge of the screen, you can get rid of the point.



■ Manipulating object

An object can be taken or moved with the following two methods.

Just press the A button.

If the cursor indicates an object such as a switch, it will be finger shaped. In this case, when the A button is pressed, you can turn on the switch or take the object.



Pull and move

If the cursor is shaped as the open hand, the indicated object can be pulled and moved. Then if the A button is pressed, the shape of the cursor will be changed into the grip hand. If the directional pad is pressed or the mouse is moved while the A button is being pressed, the object can be moved.

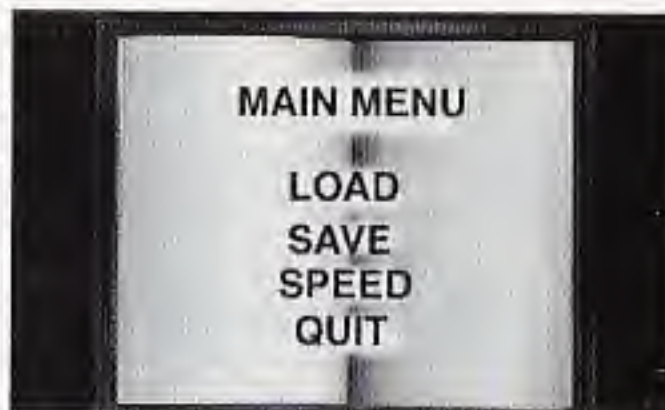


Save/Load and Configuration

If the C button is pressed during the game, the options menu will open. This menu is the main menu. The finger cursor will disappear and the selected item will be enclosed in a frame that lights up.

If the up or down arrow key of the directional pad is pressed once, then a selected item will be changed. When the mouse is used, each move up or down can change the selected item.

If the A button is pressed after a right item is selected, the menu of the selected item will appear. On this menu screen, the B button can be used as a cancel key, therefore, the B button will bring back the game. The C button will always work as a key that brings back the game.



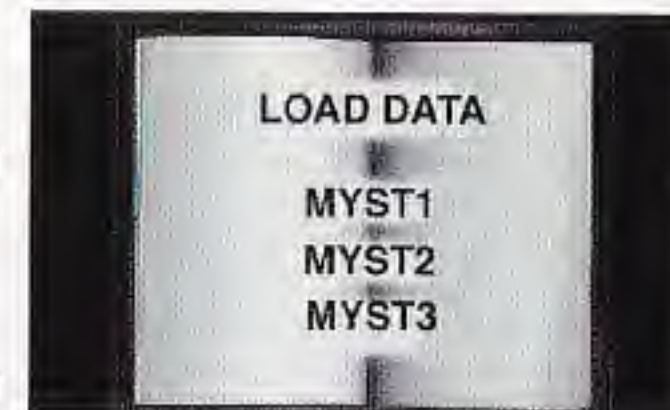
Load Data

The items indicated in red have been saved.

The ones in blue are vacant.

Press the A button after selecting an item in red using the directional pad on the control pad or the mouse. Then the confirmation message will appear, and press the A button to read the saved data. If the B button is pressed, you can back up to the item selection.

If you load data, the contents of the previous game will be lost and will be replaced with the saved data. Then the game screen will appear. During the selection of the load items, the B button will lead to the main menu, and the C button will bring you back to the game.



Save Data

The red items have been saved once or more. The blue items are vacant.

Select the items to be saved using the directional pad or the mouse, and press the A button. The confirmation message



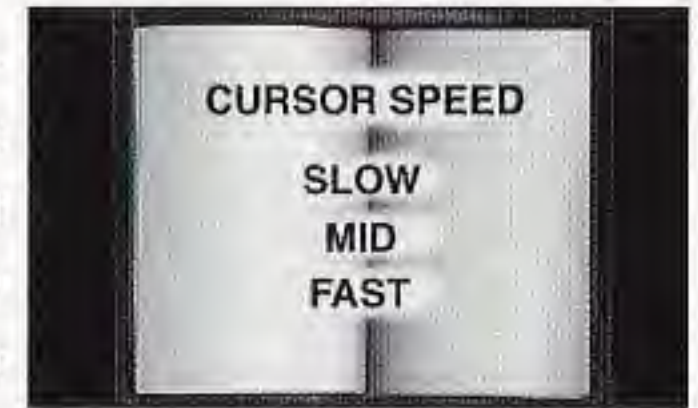
will be indicated, and it can be saved by pressing the A button. If you press the B button, the screen will go back to the item selection screen. If you save data onto the items in red, the old data will be replaced with the new contents.

The data saving does not have any effect on the contents of the game in play.

During the selection of an item to save, the B button will bring back the main menu and the C button will bring back the game.

Cursor speed

For the selection of the speed of the cursor movement, select your favorite items with the directional pad or the mouse, and press the A button. There is no cancel key for the selection, therefore re-select the cursor speed.



You can back up to the main menu by pressing the B button and back up to the game by pressing the C button.

Quit

You can see the credits, and quit game. The Quit will end the game, therefore, save the data beforehand.

Guide to the Adventure

You have entered into the world of "MYST", unexpectedly.

The world is full of mystery. You don't know where to go or what to do, start to examine the place: Planetarium, Spaceship, a huge wheel, and various books...

Investigate all the things you find here, and analyze their state of conditions.

Everything you see in this world has a significance.

Soon you will be entering into another side of the realities in quest of truth, where you have never been before.

Action During the Game

As the adventure goes on, you will find several Items, Switches and Doors. You can get closer and check them out by adjusting the cursor and pressing buttons A, B or C. If they are functional, reactions can be seen by moving switches or turning pages. No reactions are seen for the unimportant ones.

Development Team

• Original version

Designers:	Rand Miller, Robyn Miller
Graphics and Animations :	Robyn Miller, Chuck Carter
Programming :	Rand Miller, Rich Watson
Sound :	Chris Brandkamp
Musical Score :	Robyn Miller
Video and Movie Editing :	Robyn Miller, Rand Miller
Producer :	Laurie Strand
Assistant Product Manager :	Matt O'Hara
Senior Marketing Manager :	Bruce Friedrichs
Marketing Coordinator :	Maia Stangeland
Quality Assurance Lead Technician :	John Crowell

• 3DO version

Producer :	Hideji Tanaka
Director :	Hiroshi Yamada
Programming :	Mareki Tanifuji
Sound and Graphic Editing :	Toshiyuki Yasuma, Atsushi Yamazaki, Toshio Nakamura, Kiyoshi Hayashi
Manual :	Hiroshi Yamada

Precautions

MEDICAL PRECAUTIONS:

1. Physical activities involving regular repeated movements of the wrists, hands and/or fingers may possibly cause repetitive stress injury. Such injury may also affect muscles in the arms, wrists, hands, fingers, shoulders and neck, chest and abdomen, and the legs and back.
2. There have been reports that some people may experience epileptic symptoms or even seizures while concentrating on flashing lights. It is possible that persons with no previous epileptic experiences may, nevertheless, have an undetected condition. To avoid a possible medical problem, if you have an epileptic condition, consult your physician before playing video games or any other visually intensive software products.

To avoid either of these situations, and as sound practice, if you should use this equipment for a extended period of time, it is suggested that you take periodic breaks of 10-15 minutes each hour. Unit should be used in a brightly lit room. Operating in a close distance to the TV should be avoided.

In any event, stop using the Interactive Multiplayer and consult your physician if you detect involuntary muscle movements (such as twitching), altered vision, mental or visual confusion, convulsions, muscular pain, numbness of fingers, palms or other areas.

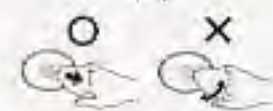
COMPACT DISC USAGE PRECAUTIONS



To open the case, gently press both sides of its top.



To remove the cd from the case, press the center holder and lift the CD, holding by the edges.



To return the CD to the case, insert the CD with the label facing upward, and press downward at the center.

If the surface is soiled, wipe gently with a soft, damp cloth (dampened with water only). Always move the cloth directly outward from the center of the CD, not in a circular motion.

DO NOT use record cleaning sprays, benzine, thinner, static electricity prevention liquids or any other solvent. DO NOT write on the surface of the CD with a ball point pen or other writing instrument.

Be sure to store CDs in their cases to protect them from dust, scratches, and warping. Do not place or store CDs in the following places:

- * locations exposed to direct sunlight, humid or dusty locations.
- * locations directly exposed to a heat outlet or heating device.

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